

**PLAY & LEARN  
Music**

SPIELE MIT MUSIK  
APPRENET LA MUSIQUE EN JOUANT  
TOQUE Y APRENDE MUSICA

**HandySound**

Owner's Guide  
Bedienungsanleitung  
Manuel d'instructions  
Manual del Propietario

# HOW TO USE YOUR

Bedienungsanleitung zu  
Comment utiliser votre  
Cómo utilizar su

**YAMAHA**  
**HandySound** **HS-501**



**YAMAHA**

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## **NOW YOU OWN A HANDYSOUND**

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Before playing, please read carefully through this guide and you'll then be able to fully enjoy your HandySound.

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## **WIR BEGLÜCKWÜNSCHEN SIE ZU HANDYSOUND**

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Lesen Sie vor der Inbetriebnahme diese Anleitung sorgfältig durch, um die gebotenen Spielmöglichkeiten voll ausschöpfen zu können.

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## **VOUS VOICI L'HEUREUX POSSESSEUR D'UN HANDYSOUND**

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Avant de jouer, lisez attentivement les instructions de ce manuel: elles vous permettront de tirer le meilleur profit de votre instrument, et ceci pour votre agrément.

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## **AHORA UD. ES PROPIETARIO DE UN HANDYSOUND**

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Antes de tocar, sírvase leer cuidadosamente esta guía, para poder disfrutar del HandySound en su totalidad.

<b>English</b>	<b>.....1</b>
<b>Deutsch</b>	<b>.....9</b>
<b>Français</b>	<b>.....17</b>
<b>Español</b>	<b>.....25</b>

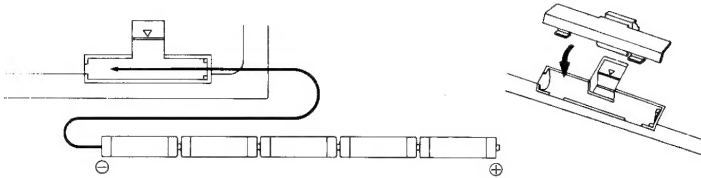
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## 3-Way Power System

HandySound operates on internal batteries or, with optional adaptors, household current or a car battery.

### Inserting Batteries

Remove the battery compartment cover on the bottom of HandySound and insert five 1.5V SUM-3, "AA" size, R-6 or equivalent batteries (sold separately), making sure that the polarities are correct as indicated on the base of the instrument. Replace the cover, making sure that it locks securely in place.



### Optional Power Adaptors

**Household current** Power Adaptor PA-1 is available for household current.

**Car battery** Car Battery Adaptor CA-1 plugs into a car cigarette lighter socket.

### Auto Power-Off

HandySound has an auto power-off function for conserving energy. If the instrument is switched on but not played for about five minutes, the power is automatically switched off.

### Headphone Usage

There's a jack for connecting optional headphones having a miniplug, so you can play by yourself without anyone hearing you.

When you use the optional headphones, don't set the HandySound's volume too high.

### Note Names

Note names are marked next to the keys. The notes are called C, D, E, F, G, A and B, which are the equivalents of do, re, mi, fa, sol, la and ti.

### Keyboard

- Your HandySound keyboard has 25 keys, allowing you plenty of range to play your favorite songs.
- Up to four notes can be played at the same time.
- You can choose any of five instrument sounds (Organ, Violin, Clarinet, Piano, and Harpsichord) simply by sliding the INSTRUMENTS selector.
- SUSTAIN makes notes continue to play longer. It's very effective for certain kinds of music. It does not function during the Musical Games.

## Before starting to play the games

These three musical games are not only great fun, they also teach basic music fundamentals while training your reflexes.

### GAME 1



### "Keyboard Says..."

This game is a little like "Simon Says." You read the notes that appear on the staff display, then press the corresponding keys.

- While practicing reading the notes as they appear and then pressing the corresponding keys, you learn the relationship between the staff and keyboard.
- Because notes are accompanied by their sounds as they are displayed throughout the game, trying to press the corresponding keys constitutes one type of basic music training known as playing by imitation.
- You can also develop proper finger coordination if you use all five fingers of one hand to press the keys.

### GAME 2



### "Keyboard Poker"

A game in which a musical note moves up and down the staff display, and you stop it in mid-flight by pressing any key. You then have three chances to match that note and compile a high score by getting 3 of a kind or 4 of a kind.

- Since the game requires quick reflexes, it is an ideal game for training reflexive response.
- Since C major scale is used in this game, it also serves as acoustic training.
- While the notes move slowly at the beginning of the game, you should try and play by only listening to the sound without looking at the moving note, in order to train your hearing sense.

### GAME 3



### "Keyboard Invader"

A game of knocking down the notes that appear on the staff display by using the keyboard keys to match the notes.

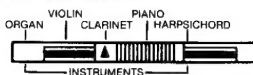
- Since the position of the notes on the staff display are to be matched by the keyboard keys, the game serves as basic training in keyboard playing.
- Since the "missiles" coming from the invader notes on the staff display must be dodged, the game helps develop reflexive response.
- By not looking at the staff display until you score up to 1,000 points, you can train your hearing.

## Getting ready to play with HandySound

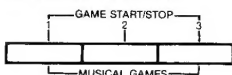
1. HandySound is switched on when you move the POWER-VOLUME switch to the right. Sliding the switch to the right increases volume.



2. Slide the INSTRUMENTS selector to set it at the sound you like. The games can be played in any of the instrument sounds.



3. Push one of the GAME START/STOP buttons.



Now, the game has started!  
(To stop the game, push the same button again.)

# GAME

## "Keyboard Says..."



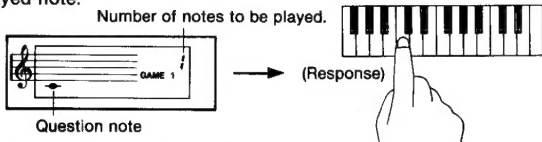
Let's learn the keyboard keys by heart.

### How to play the game.

- Press the GAME 1 button.

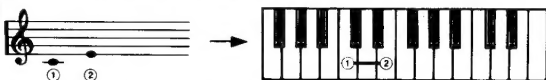
A note will appear on the staff display. You have to press the key that corresponds to the displayed note.

[1st note]



- The 2nd note will appear on the staff display immediately after the 1st note. Press the keyboard keys that correspond to these two notes.

[2nd note]



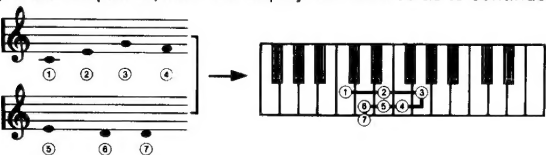
- The 3rd and following notes will then appear in the same way.

[3rd note]



- After every 4-note sequence, the staff display will clear so as to continue the problem.

[7th note]



- If you cannot follow the display the first time, wait until the same sequence of notes appears again. The same sequence of notes will be repeated many times.

- If you think you pressed a wrong key, press the correct key immediately.

### Game Memo

- A perfect score for each round is 100, and points are deducted for wrong notes.
- If your score for a round is 80 or more, the game continues until the number of notes reaches 16. The maximum possible score is 1,600.
- For 1-note through 4-note problems, one wrong note will end the game.
- For 5-note through 9-note problems, one wrong note is permitted; and with 10-note through 16-note problems, 2 or 3 wrong notes are permitted if your score for each round is 80 or more.
- If you play a wrong note but then correct it quickly, maximum score for the round is 95.
- Beginning with the 9-note round, the range widens to cover notes between C and C, and the tempo increases.
- After every 4th note, the total score is displayed.
- From the 9-note round on, a fanfare sounds when the game ends.

## GAME

# 2

# "Keyboard Poker"



Let's line up notes on the staff display.

## How to play.

- When the GAME 2 button is pressed, a note will start to move up and down the staff display. Press any key to stop the note.

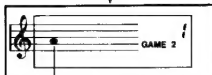
[Note in 1st column]



Sequential No. of round

Moves between C and C

Press a key.

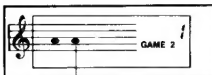


May be stopped at any position.

- When the note in the 1st column is stopped, a note will start to move in the 2nd column. Stop it at the same position as the note in the 1st column.

[Note in 2nd column]

Press a key.



Stop at the same position as the 1st note.

- Stop the 3rd note at the same position also.
- When the 4th note is also stopped, one round is over.

[Note in 4th column]

Press a key.



Score is displayed.

Stop at the same position.

- When 3 or 4 notes ("three cards" or "four cards") are lined up, the game proceeds to the next round. In following rounds, notes are to be lined up as in the first round.
- With each succeeding round, the notes move faster. Listen carefully, and press keys quickly.

## Game Memo

- Lining up 4 notes ("four cards") scores 500 points, and lining up 3 notes ("three cards") scores 300.
- Lining up 2 pairs of notes scores 200 points, and one pair scores 100. However, you must line up at least 3 notes for the game to continue to the next round.
- The game continues until an error is made, or 10,000 points are scored.
- If you line up the first 3 notes of a round, the 4th note will move faster.
- If a note is left unstopped, it will increase speed gradually, then stop itself after moving 64 times.
- The total score is displayed after each round.
- When 1,000 or more points are scored, a fanfare sounds at the end of the game.

## GAME

# 3

# "Keyboard Invader"

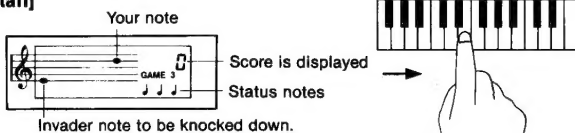


Let's knock down invader notes!

## How to play.

- When the GAME 3 button is pressed, two notes will appear. The note on the left is the invader note, the note on the right is your note. Press the keyboard key that corresponds to the note on the left.

### [Initial staff]



- Your note on the right will move and launch "missiles" to knock down the invader note on the left.

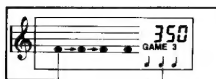


- When one invader note is knocked down, another invader note will appear. Press the corresponding key to knock it down, and so on.

- The invader note on the left will also shoot at your note. If your note is hit, it will be knocked down.*

*Be careful and try to dodge those missiles!*

### [Invader shoots back]



"Missile"

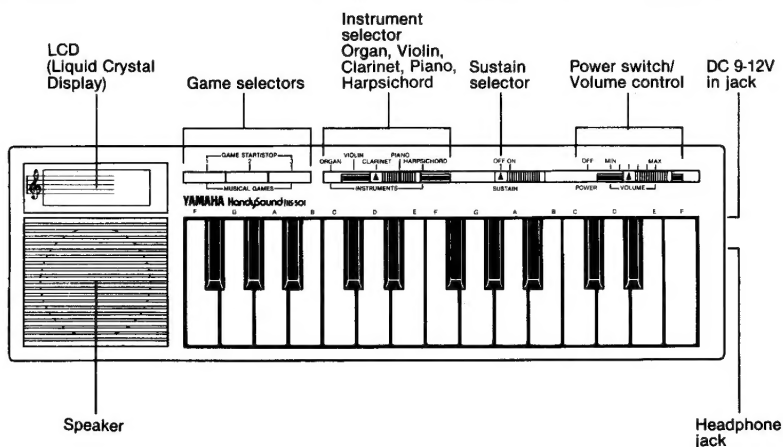
Each time one of your notes is hit, you lose one of your status notes. (When all three of your status notes disappear, the game is over.)

- When your score reaches 2,000, the game becomes more difficult. You must really concentrate to avoid being hit.*
- When your score reaches 5,000, the game becomes still more difficult. You must be really quick to dodge the missiles and shoot.*

## Game Memo

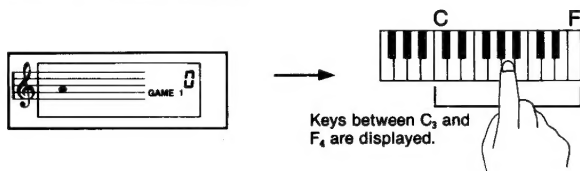
- Knocking down one invader note scores 50 points.
- The game continues until all three of your status notes are knocked down.
- When your score is between 2,000 and 5,000 points, it is possible to receive extra notes (up to a total of three) as a bonus.
- The maximum score is 10,000 (at 10,000, the game is over).
- After your score reaches 2,000, the range increases to between C and C.
- When you score 1,000 or more, a fanfare sounds at the end of the game.
- When your missile and the invader's missile collide, the first one launched wins.
- Take special care when the invader note remains at the same position.

## Nomenclature

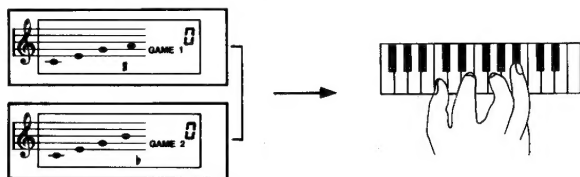


### Pressed keys are displayed on the staff.

- When you press a key when there is no game in progress, you will see the note displayed on the LCD staff display.



- Even if you press two or more keys simultaneously, the notes will be shown on the display (up to 4 notes, and priority is given to low notes).



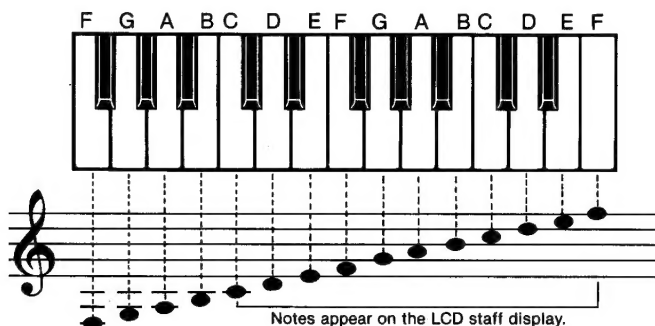
- If a black key is pressed when GAME 1 or GAME 3 appears in the display, a sharp symbol (#) is displayed underneath the note in the bottom margin. When a black key is pressed while GAME 2 is displayed, a flat symbol (b) is displayed.

*[Because keys are displayed on the staff display as they are played, children are able to learn the relationships between the positions of keys on the keyboard and on the staff.]*



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**Let's learn the relationship between the keyboard and the staff.**



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### **Taking Care Of HandySound**

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Your HandySound will remain in good condition if you take care of it. Please note the following, in particular.

- 1) When you use AC power or a car battery, be sure to use the optional Yamaha adaptor. Before use, read the adaptor instructions carefully.
- 2) The optional Car Battery Adaptor (CA-1) is only for use with a 12V negative ground system. Ensure that this is the case before connecting the adaptor.
- 3) Connections made between HandySound and any other device should be made with both units turned off.
- 4) Do not set the VOLUME at MAX when you connect HandySound to a stereo system. Use the stereo system's volume control to adjust the sound level.
- 5) Avoid placing the instrument in excessively humid areas.
- 6) Do not subject the unit to strong physical shock, and avoid placing anything heavy on it.
- 7) HandySound should not be placed in direct sunlight for a long time.
- 8) Do not place HandySound near any heating appliance, or leave it inside a car in direct sunlight for any length of time. Temperatures in excess of 60°C (140°F) can cause physical and/or electrical damage not covered by warranty.
- 9) Use a dry cloth or a cloth slightly dampened with water for cleaning.
- 10) When you aren't using HandySound, keep it in its case.
- 11) If the batteries are weak, the auto power-off function or musical games may not work. When you replace the batteries, it is more economical to replace all of them at the same time.
- 12) Remove the batteries if you don't intend to use HandySound for a long time.

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## Specifications

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Keyboard	25 keys (F <sub>2</sub> —F <sub>4</sub> ) 4 notes polyphonic
Instrument voices	Organ, Violin, Clarinet, Piano, Harpsichord
Effect	Sustain
Other control	Power switch/volume
Auxiliary jacks	Headphones, DC input
Main amplifier	500mW (RMS)
Speaker	5.7cm (2-1/4"), 8Ω
Power system	Batteries (five 1.5V SUM-3, "AA" size, R-6 or equivalent) Household current/car battery (with optional adaptors)
Power consumption	850mW
Color	Yellow
Dimensions (W×D×H)	31.5cm×9.5cm×3cm (12-3/8"×3-3/4"×1-1/8")
Weight (excluding batteries)	450g (1 lb.)
Accessory included	Protective soft case
Musical games	3 types
Display (liquid crystal type)	Game no., musical notes, game score

*(Specifications are subject to change without notice.)*

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## Concerning Warranty

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This product was made for international distribution, and since the warranty for this type of product varies from marketing area to marketing area, please contact the selling agency for information concerning the applicable warranty and/or service policies.

The serial number of this product may be found on the bottom of the unit. You should note this serial number in the space provided below and retain this manual as a permanent record of your purchase to aid identification in the event of theft.

Model No. HS-

Serial No. \_\_\_\_\_

Die Seriennummer befindet sich an der Unterseite des Instrumentes. Wir empfehlen, diese Nummer sicherheitshalber an der unten vorgesehenen Stelle einzutragen, um sie auch im Falle eines Diebstahls jederzeit zur Hand zu haben.

Modell-Nr. HS-

Serien-Nr. \_\_\_\_\_

Le numéro de série de ce produit figure au bas du bloc. Il conviendra de noter ce numéro de série dans l'espace réservé au-dessous et de conserver ce manuel: celui-ci constitue le document permanent de votre achat et permet l'identification en cas de vol.

Modèle No. HS-

No. de série: \_\_\_\_\_

El número de serie de este producto se encuentra en la parte inferior de la unidad. Sírvase anotar este número de serie en el espacio proporcionado debajo y guarde este manual como comprobante de compra para ayudar a la identificación en caso de robo.

N° de modelo HS-

N° de serie \_\_\_\_\_



# YAMAHA

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## Concerning Warranty

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## Hinweis zur Garantie

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Dieses Produkt wird international vertrieben, und die Garantiebedingungen sind von Vertriebsland zu Vertriebsland verschieden. Ihr Händler gibt Ihnen gerne genauere Informationen zu den in Ihrem Land gültigen Garantie- und/oder Servicebedingungen.

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## Remarque relative à la garantie

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Ce modèle est destiné à être distribué à l'échelle internationale. Etant donné que les conditions de garantie pour ce type de produit varient en fonction des zones de commercialisation, prière de prendre contact avec l'agence chargée des ventes pour tous renseignements relatifs aux conditions de garantie et de service après-vente.

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## Concerniente a la garantía

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Este producto ha sido fabricado para ser distribuido internacionalmente y, como la garantía para este tipo de producto varía en relación a su área de comercialización, sírvase consultar con el agente de ventas sobre la información en torno a la garantía aplicable y/o políticas de servicio.